

WHAT IS CLAIMED IS:

1. A method of storing an animal food, cat litter, or animal bedding the method comprising:
 - providing a container wherein the container includes a top wall, bottom wall and sidewall and wherein the sidewall is flexible and is in a collapsed state;
 - distending the sidewall to a substantially taut position, the sidewall being supported by a spring disposed therein; and
 - storing animal feed within the distended container.
2. The method of claim 1 and further comprising:
 - placing the container after being emptied of animal feed back into a collapsed state.
3. The method of claim 2 wherein the container is collapsed by pressing down on the sidewall against the spring force.
4. The method of claim 2 wherein the container is retained in the collapsed state by a fastening mechanism attached to an edge of the bottom wall and to a top edge of the sidewall.
5. A method of storing animal feed wherein different feed formulations are fed to a plurality of animals, the method comprising:
 - providing a plurality of containers wherein the containers each include a top wall, bottom wall and sidewall wherein the sidewall is flexible and in a collapsed state;
 - distending the sidewall to a substantially taut position wherein the sidewall is supported by a spring disposed therein;
 - placing animal feed within the distended container.

6. The method of claim 5 and further comprising:
feeding the animals the animal feed; and
placing the containers which are emptied of feed back into the collapsed position.
7. The method of claim 6 wherein the containers are placed in the collapsed position by pressing down on the sidewall against the spring force and engaging a mechanism to hold the containers in a collapsed state for storage until the containers are needed to feed the animals once again.
8. The method of claim 6 and storing the containers wherein the containers are retained in the collapsed state by a fastening mechanism attached to an edge of the bottom wall and to a top edge of the sidewall